

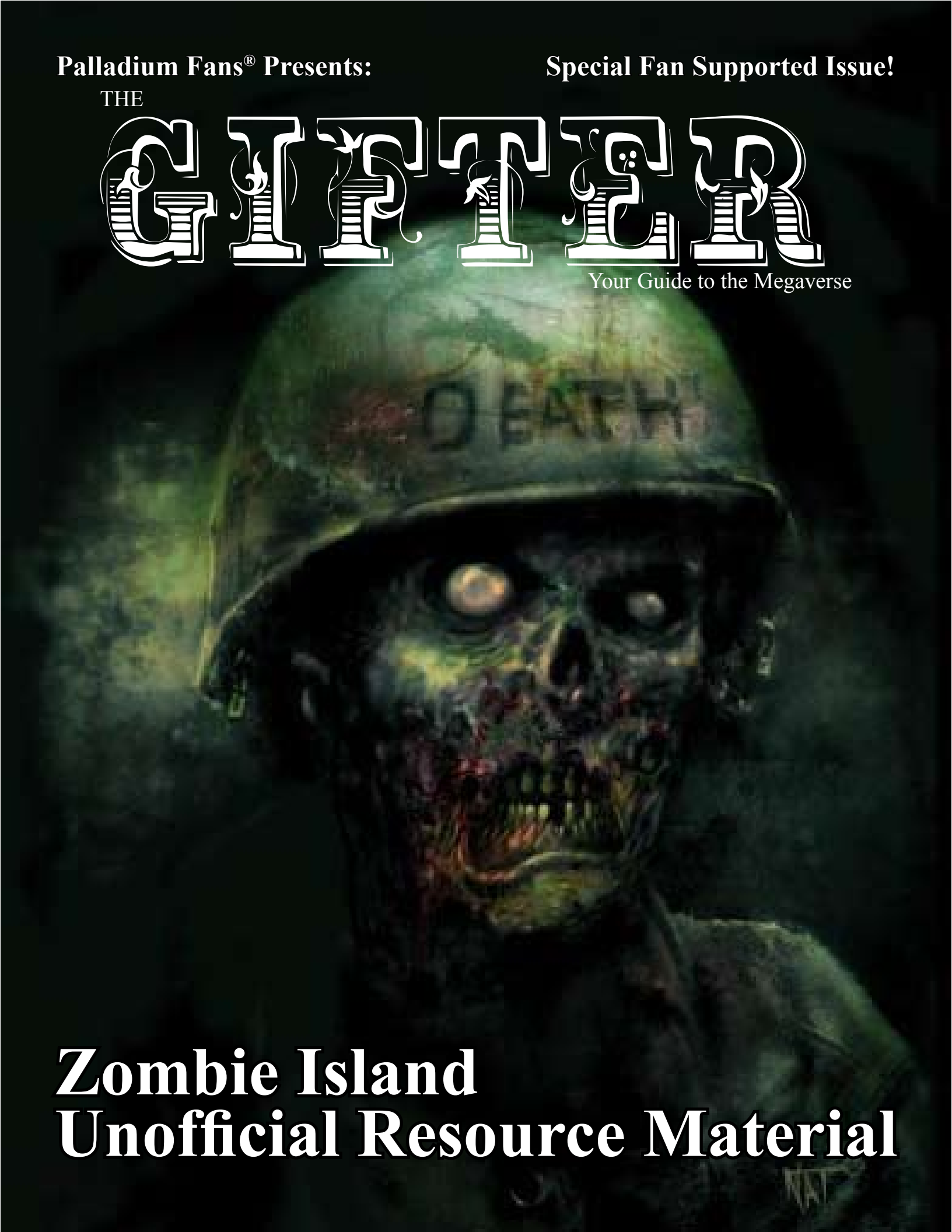
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Special Fan Supported Issue!

THE

G I F T E E R

Your Guide to the Megaverse



**Zombie Island
Unofficial Resource Material**

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The Gifter: Zombie Island

Your Guide to the Palladium Megaverse®

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The

G I F T

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Random tables expands the game. They were Originally posted on the palladium forums and has been collected in this PDF to assist you in adding interesting twists to your game.

Quick Random Adventure Tables Page 15

Rule Guide

The following Rules are presented as a guide to help you remember how to handle certain aspects of the game. In no way are these rules to replace the official rules for the game system you are playing. These rules were built to keep a certain flavor to this particular adventure setting.

Some of the rules are also repeated in notes throughout the adventure. These are added to give you a reminder of when and how to handle the particular situation your player characters are faced with at any given time.

This particular game was never designed for long term play, but intended as a side game that could be revisited if players wanted to do so in the future.

Particulars

A) Every time player characters stop for more than five minutes there is a 1% - 10% chance that they will encounter a random zombie once beyond the safety of the resort walls.

B) Once Zombies are spotted, there is an increased chance of running into more zombies since they may call out if the player characters begin to out run from them. The likelihood of an increased encounter is 1% - 20%.

C) More than half of the animals and insects on the island are already dead or missing. Using animal propelled transportation makes player characters and non-player characters a larger target. 1% - 30% chance of zombie encounter if animals or a small group of characters are travelling together.

D) It is far more dangerous to travel by night. Zombies can see life energy far better at night than during the day. Player characters will be spotted from a greater distance and zombies will come to hunt the living down.

E) If player characters choose to travel with a group of ten or more non-player characters, they risk being found by a greater number of zombies. The chance of being discovered is 1% - 50% for every minute or four melee they are in town or on the resort. This may not be obvious at first but the longer the players are on the island, the more likely they may be to turn away

those in need. Non-player characters looking for group protection to save themselves or players thinking of ways to save their own characters will be met with resistance as the game goes on.

F) Zombies are supernatural. They have a natural A.R. of 14. Nothing really injures them. Only direct head shots can permanently stop a zombie. Attack rolls of less than 14 may hit but do no damage to the zombie. Point blank attacks are +10 to hit. Close range attacks of 5 - 15 feet are +2 to hit. Called shots get -3 to hit against any bonus. Any called shot beyond close range is also at a -3 penalty.

G) The only way to be turned into a zombie is to be killed by a zombie. H.P. and S.D.C. must be reduced to 0. The character must not be given advanced medical aid for the transformation to be complete as well.

Note: Characters attacked by zombies and suffer damage will contract an infection 70% of the time. 30% of the time they will heal normally. Characters with super healing only have a 15% chance of getting an infection. Any character that is immune to poisons and disease will not suffer from zombie rot or other infections spread by the undead zombies.

Plot Twist

A **Plot Twist** is an element in story writing added to make the situations more complex for characters. We have included a few plot twists here for you to use in your game. If players seem to be having an easy time of the game, the GM (Game Master) should introduce these plot twist elements into the setting to make things more unpredictable, thrilling and add to the horror of the encounters while on the island.

Particulars

A) A known criminal has escaped from custody and is believed to have made his way to the island. This NPC is unconspicuously making his/her way around the resort and may be with the player characters for safety and to keep the zombies away from themselves until they can escape the island. It would be good to have a TV/radio report stating that the villain or criminal has escaped to raise the tension of the situation while players struggle to survive.

B) Royal visitors. The island has been dealing with advanced investments from a royal family. Once the

plague hit. Unable to escape, the royals are trapped in town doing their best with everyone else to keep the zombies out. Saving them could lead to a larger reward? Perhaps your charming players win the heart and the mind of a royal family member? Maybe the royals are part of a bigger plot that brought the zombie plague to the island? You the GM get to decide how to play this one out.

C) All the food has gone rancid and rotten. You can only survive a few weeks without food. You need to find a food source or get off the island soon.

D) Fresh water supply is cut off. Power could be out but once you find out the cause and how to fix it everything will be fine, you know something else more notorious is happening too. With out water you can only live a day or two tops!

E) Power goes out. Batteries, solar panels, gas generators are the next big need. Most electrical devices are useless. Time to find a better power source or two.

F) Player characters run into a family who escaped the zombie plague but were attacked on their way to the resort. Two adults and six children are now looking to you for help. Both adults are very ill with a zombie illness from wounds they suffered. The children are healthy, but tired and hungry. The parents may not survive the night. This is not going to be easy for players to decided about but time is running out. The sun is beginning to set.

G) Trying to escape a hall or a room and obstacle is in the way. Speed is reduced to one (s.p.d.: 1) as players try to dig through and fight off the approaching zombies.

H) Zombies have out flanked the player characters. They have a choice to fight forward or fight back out. No matter which way they go there is a fight. The longer the players wait to choose the more zombies converge on the player characters location.

I) Players find an over turned box truck. It is loaded with canned food and non-perishable boxed food too. 200 cans of corned beef, 300 cans of porked beans, 300 cans of chicken noodle soup, 600 bottles of water and 100 bottles of beer.

As player characters approach the truck they hear tearing sounds and discover 7 zombies eating the bodies of the dead trio inside. If they are left undisturbed they will leave players alone for 5 minutes. Enough time to get 25% of the goods out before needing to fight 10 zombies.

If the battle lasts more then (4 minutes) 12 melee rounds then 4 more zombies arrive. If more then 10 minutes of battle continues (40 rounds), then ten more zombies arrive to the scene. For ever minute there after (4 melee rounds), 6 more zombies will arrive on site until the player characters out run or are defeated by the zombie hoard.

J) A Babie is crying in what appears to be an abandoned building. No zombies can be seen around yet. This building could be a barn, church, hospital, school, warehouse, etc. Upon investigation the player characters discover a teenaged girl has just given birth and is unconscious and bleeding. The crying baby and the smell of blood in the air will bring zombies soon. Unnoticed by player characters is a zombie that has already entered the room shortly after the player characters did. It begins to moan and lumbers forward.

By the time players defeat this zombie, they will notice 8 more zombies outside looking for a way inside the building. 12 minutes after that 12 more zombies will arrive. After 5 more minutes 28 more zombies will arrive on site to converge on the building or player characters if they are moving. Every 8 minutes after this 4 more zombies will pop out to pursue the player characters.

K) A healthy survivor is looking to join the player character group. He is unharmed and has enough food for 28 days and a loaded shot gun with 60 slugs. He claims to know where there is more food and is willing to split it 50/50 if the player characters take him along to escape the island. He is a former fisherman and the dock is no longer a safe place. He is leaving out the details of the loot being from his last team that ended up getting killed because of his recklessness.

L) Abandoned hospital. It has medical supplies, sheets and blades, but likely have a lot of zombies roaming inside as well. The risks are to high to enter in and explore alone. Just as you are about to leave you hear a scream, gun fire from the top floor. A zombie body flies out the window with a hole in it's head crash-

ing to the ground not far from your position. You can charge in to help or run while the going is good before more trouble comes your player characters way.

See Random tables on page 15 for more great options to expand your game.

Other Useful Charts

100 random corpse search.

Page 142, book: Dead Reign by Sembieda, Hilden, Sanford

Introducing your Characters to The Zombie Island Adventure

Originally when the game was designed, every player had input on what made a great horror movie or story. We first dubbed the finished game “Tourist Trap.”

It was a cool name but it gave a warning not to play the adventure and did not tell you what the game was about. That is how the title was finally decided upon. The next issue was getting players to enjoy the game and welcome a break in the ordinary game we were playing. Now your asking the question...

“How do I get my players to get in this adventure?”

This is a question many GM’s (Game Masters) have when they pull an adventure out of the box. Fortunately we have tried to take the guess work out of this adventure game as it was a challenge for us to find an excuse for bring our player characters to this island and away from the main stream game we were running. Fortunately several options came about in our game session to try and make a seamless integration for our players to get characters back into the regular game world after a long space adventure.

These options offered are simple and may be modified to your needs. Though they are perfect for most adventure games. Without further ado, lets get your player characters to the island shall we.

Particulars

A) Prize give away. That’s right, you have just won an all expenses paid trip for four (or whatever number of player characters you have) to an island paradise. The only things that is left is to pack your bags and set a date.

B) Crash on or near island. This can be a sinking ship or a air craft crash on or near the island. GM’s may even decide that the crash is the cause of the zombie infestation to begin with. Players just have to muddle their way through until a rescue is mounted or they make there way to town or the resort. Whatever the GM chooses, this is a fun way to keep the unfortunate player characters off guard the whole time they are on the island.

C) Visiting family and friends. We all need a vacation from time to time. Why not now. A chance to get away from the pressures of the everyday life and hang out in paradise is a welcomed treat.

D) This is a long planned vacation. No matter what threatens the world, your going to the island even if you need to row a boat to get there. This was in the works for a long time, no one is going to take it away from you.

E) This is just another job assignment. Your hired to catch a bail jumper. That’s right, your taking a bounty hunter job and getting to enjoy some sun in the process. Not a bad way to spend a work day.

F) Job training. Every executive gets to go to regular training sessions and is allowed to make recommendations to improve operations in the company and file reports with recommendations. This is the first time the company has spent so much on the employees. Might as well enjoy the break.

G) Ferry Boat. Your taking in sights and sounds of the mainland and heard that there is an island resort that takes visitors to and from by ferry. You have a few days, why not try a side trip. The ferry leaves at 5:00am and makes it to the island around 10:00am. That is a five hour ride. It then leaves the island at 1:00pm and gets back to the mainland by 6:00pm. This can be delayed by as much as two hours if weather is rough. The ferry carries vehicles, supplies and people on both trips to and from.

H) The island has a small landing strip for small commercial planes. It can accommodate large planes for emergencies, but the plane would crash and sustain some real damage attempting that emergency landing. Only one plane is on the island for sight seeing tours. It only flies to the main land once every month or two.

Created By Richard Grzela

I) Floating along in a tire tube. Enjoying the great weather. A freak weather shift causes you to get swept out to sea by a rip tide. You've been lucky, no lurking animals has taken a bite out of you yet. After rain, Clouds, chilly weather and a few big waves you see land. Actually just an island. Not what you expected but it is solid ground. Not worse for wear you next step is to survive and get rescued and soon.

Meeting The Resort Owner and Host

The Resort Host and owner is a Zombie. His name is **Carlitos**. For some reason he refuses to believe that he is dead. He really does believe he is alive. He is aware of his hunger for human flesh and his personal state of decomposition and odor. He not only showers twice a day. He frequently sprays himself down with room deodorizers to prevent others from smelling his decomposing body.

He is very pleasant. He will pretend to enjoy a fine whiskey, a good cigar and food of all types to get closer to the visitors. He primary goal is to kill at least one person a week or two.

Unlike other Mock Zombies, **Carlitos** retains all his business skills. He knows everything about the resort and the people employed and the jobs that need to be done and when they need doing. He is a virtual mastermind as far as Mock Zombies go. Where he lacks in skill he counting on the unpredictably of player characters. He is accustomed to routine and player characters breaking from routine become a real problem for him.

At night **Carlitos** becomes a bit more feral and crude, but is still very charming. He may blame the wine or the party life for his hunger and behavior. The truth is he is a zombie looking to eat and kill the player characters. The GM can and should play the subtle changes out to see if the players pick up on him being a sleazy charmer or a genuine person or something else. He is always willing to help player characters. He may even appear at opportune times to clear any suspicion about him too.

Carlitos

Description:

He looks like an islander. He wears a beautiful island type of shirt. Some times the shirt looks Asian. Other times it is Hawaian. **Carlitos** has dark tanned skin which hides many of the visual decay signs his body is going



through. All of his clothing is crisp and clean at all times. He also tend to smell like a room deodorizer. A very odd scent until you recognize it belongs to him, it becomes a charming character trait.

Name: Carlitos Verais

Race: Mock Zombie

Alignment: Diabolic

Attributes: I.Q.: 15, M.E.: 10, M.A.:28, P.S.: 30, P.P.: 19, P.E.: 20, P.B.: 14, Spd: 12

Height: 6 feet, 4 inches (1.83m)

Weight: 200 lbs (91kg)

A.R.: 14

S.D.C.: Arms:16, Hands: 12, Feet: 12, Legs: 22, Jaw: 12, Neck: 16, Head: 26, Body: 48. * All damage goes to the body first unless a called shot is made.

Hit Points: 28

Horror Factor: 13 if players characters discover he is

a Zombie. He is very convincing and never sleeps.

Level of Experience: 2nd Fighter, 15th Business Owner

Combat Training: Hand to Hand Assassin.

Disposition:

Serving in the military and training in the special operations division opened **Carlitos** eyes. Shortly after basic training he served on one mission and decided then and there that killing was not for him. He was showing promise in the field of tactics but killing did not sit well with his goal of an easy life. He was to care free. He needed to be free of responsibility. He hopped from island to island until settling on this island and starting the resort with fellow military buddies. His sophisticated and flamboyant mannerisms made the resort flourish. He is well known through out the world and is the best host to all of his guests. If you want it or need it he will get it for you.

Natural Abilities: See Life energy: 9000 feet (2,743.2m) at night or in the dark. Sense Life energy (P.P.E.): 25 feet (7.6m) to sense a single person. 100 feet (30.5m) for groups up to 25 or more people. This drops down to one quarter when the zombie is dormant. Recognize human scents. 83%. Track by smell 18% + 10 percent of sweating or wearing perfumes. +5% more if the character tracked is bleeding. Smell fear of humans adds +1 to strike and disarm and +1 attack once targets fail a H.F. Roll. Can see without eyes. Keen hearing. Impervious to pain and most attacks do limited damage. Regenerate 1D6+3 S.D.C. and 2 H.P. Per hour. If feeding on P.P.E. An additional 1D6+2 S.D.C. + 1 H.P. Is restored for every P.P.E. Taken from a victim.

No life energy and does not give off thermals on sensors. Can go dormant for weeks and months at a time. People slain by a zombie will raise by a zombie.

Skills of Note:

Pilot: Truck 54%, Pilot: Car 54%, Basic Math 65%, Speak and literacy 95% of home language, Military etiquette 50%, Radio basic 75%, Intelligence 56%, survival 45%, Interrogation 60%, Find Contraband 50%, Pick pockets 50%, Street wise 38% Business 94%, Bar Tending 98%, Wrestling, Boxing, W.P. Hand guns, W.P. Revolvers, W.P. Rifles, W.P. Semi-automatic rifles, W.P. Knives, W.P. Blunt weapons, W.P. Chains, and W.P. Energy pistols.

Attacks per Melee: 6

Bonuses: +1 initiative, +4 strike, +4 parry, +4 dodge, +15 damage, +2 Roll with punch fall impact, +2 pull punch. Pin on 18-20, Crush squeeze damage 1D4+7, Trust and Intimidate 94% K.O. or Stun on a roll of natural 20, Body block tackle 1D4+11.

Bite and power Punch 2D6 damage + P.S., Head Butt and kicks do 2D4 damage + P.S., may use weapons.

Vulnerabilities:

Fire, Most zombies have a fear of fire and will be held at bay by flames. Treat fire as H.F.:16 when used against a zombie. Poor Climbers and can not swim. Slow moving and decapitation will kill all zombies. Extreme cold will reduce a zombies speed by half.

Equipment of Note:

Carlitos typically carry 3 knives that can do 1D6 damage. A pen in his pocket with a note pad. He also has a hand radio on his belt to stay in touch with his staff. He takes the batteries out at night when stalking humans.

Carlitos will drive his car: A.R.: 7, S.D.C. 450, Speed: 120 mph (193km), Range: 250 miles (402 km), with an average cost of \$32,000 new or \$8,000 if 12 years old or more.

Tactics of Carlitos Verais

As a savvy survivor **Carlitos** has plans to feed and safely escape undetected while doing so. He keeps ten zombies on the resort at all times. They are slouchers. They cannot think but follow him because he provides a constant food source for them. They have no concept of him other then a food provider and potential competitor. He also gains P.P.E. When the zombies feed. This is a smaller amount of P.P.E. but it gives him a chance to act as a hero if need be and do away with any suspicions about him.

When targeting player characters, **Carlitos** tries to befriend them and will drink them into unconsciousness. In a late night of debauchery. Since he is immune to toxins as a dead man he can drink whatever he wants with out any ill effects. He will then take the player character to their room, position four zombies at both the door and the patio exit and begin to feed. These zombies stop interruptions and allow him an easy kill.

He will tie the targeted character down to the metal bed frame in the room then bite into a characters neck and deliver several power punches until the character is dead. This prevents any screams from coming up through the bloody ripped out throat.

When targeting the NPC's on the resort, the people he aims for are the youngest children. He waits until late in the evening and will feed. If that is not possible he will wait until the family visits a beach. Children untended are swept out to sea all the time. He will feed on children who have a higher P.P.E. On average.

The bodies are then tossed out to sea where fish have their way with the remains and the child is nothing more than parts of bones. On occasion a body turns into a zombie at sea and decomposes in the ocean to be lost forever. Other times the zombie child is found and the would be rescuers are attacked as well.

The most important tactical plan is the escape. **Carlitos** will try to escape with the most powerful player characters when a chance arrives. He will stay low key when the strongest characters are around. If total pandemonium breaks out he will be the first to look for a way to cover his past crimes. He will try to establish escape routes with his car and offer as many options to players as he can. If he can isolate any player characters in the process he will. Ideally, **Carlitos** having the trapped players attacked by his ten zombies first is the best way for him to get the upper hand and he can pretend to be scared and freeze of horror until he can finish the severely injured player character off.

***Original game note:** You might have more tactics for the zombie to use. These few were very effective in killing two players characters that had super powers and were unsuspecting of the resort host. The element of surprise and isolation made the difference. As of this writing the zombie host is still out there doing nasty deeds in our game world.

Resort and Room Details

Because you are given the map to share with your players we only need to give you a small amount of detail about the grounds. What all the players want to know is what they have on hand in any given situation.

Other than personal items, we detail a few key areas that may help you tell players what they have on hand. I can tell you in the original play testing of the game some pretty creative things happened. The player characters of the play test made the events seem more like the television show character McGiver than an RPG. We hope we can bring you the same detail and fun to enjoy for your adventure.

Resort Rooms:

Bible, Bed, Closet is empty save for the hanging bar made of hollow stainless steel and a small safe to protect personal belongings. Pen and pad of paper, scissors, bathroom has shampoo, conditioner and shower

gel. Shower curtain two glass cups a coffee maker and small coffee packet. Curtain rod of hollow steel and shower curtain.

Swimming pool:

A rescue pole, a rescue shepherds hook. The pool is filled and has 8.5 feet depth through out. A ring buoy with a rope, pool vacuum, two lane ropes, 2 first aid kits, 15 lounged chairs, and 40 patio chairs. A selection of towels on a few chairs and a towel stand filled with 70 towels.

Bar:

Ice, ice pick, various bottles of alcohol, canned soda, beer on tap and soda on tap, spoons, knives, forks, drink strainer, various drinking cups, plastic cups, glass cups, fire extinguisher.

Kitchen and dinning patio:

Various foods and beverages, various appliances, large walk in freezer, BBQ, BBQ smoker, various knives and forks, mixing tools and various appliances. Various table cloths, dish rags and dish towels. Fire extinguisher, first aid kit, Napkins in both paper and cloth. A speed heat dryer for dishes that is attached to a high temperature steam cleaner. A commercial dishwasher for pots and pans. A station for gourmet food preparation. Two commercial ovens.

Beach:

Volley ball net, 3 sea kayaks with paddles, 4 wind surf boards, 2 jet skis, a rescue boat, a rescue board, a shovel, a first aid kit, a few abandoned bottles of sun tan lotion and towels.

Resort shop and gas station:

A full set of mechanic tools and power tools, This shop was built to kick bash repair any automobile. There is a vending machine filled with snacks. Fire extinguisher and first aid kit. Welding torch and fuel for that. The gas station is ready to service vehicles with gas unless the power goes out.

Custodians closet:

Every cluster of rooms has two custodian closets. All have 3 brooms, 2 mops and mop bucket. Various scrubbing chemicals (bleach, pinesol, mr.clean to name just a few brands.) A garden hose connected to a sink that is 15 feet long toilet scrubbers, rags, squeegees and any other tool that GM wants to add on the

fly to aid players facing the zombie threat.

Resort greeting room:

This is where players are first dropped off. No one can get on the resort with out passing through this indoor/ outdoor room. It is a fully functioning lobby and office space. Tow large sofas and 14 waiting room chairs, a Phone for guests, two staff phones, computer, pens, pencils and paper, fire extinguisher and first aid kit. A few spare hand held radios are found in the cupboards and an extra five sets of resort uniforms are kept behind the desk. There is also a unisex bathroom on site for the staff.

Golf club house:

A fully functioning restaurant and bar is inside. It seats 1200 guest easily with large chairs and immaculate place settings. 5 fire extinguishers and 4 first aid kits. This is considered a four star luxury golf club with a standard high enough to be five stars in many aspects. The pro shop has everything from golf and water sport items for sale to clothing and novelties for guests.

Adventure

The adventure we started began with players arriving as prize winning gifts. If they GM decides that player characters crash land on the island then you may modify this part of the adventure. No matter how players get to the island they should get to the resort first, even before discovering the town. Flip the map to make sure this happens and players stumble on the resort first.

An older man that smells of floral room deodorizers greets the player characters.

“Welcome to Maldeev island resort. The only hotel on the island. May I take your bags?”

No matter what the players say he offers them rooms. He says they can pay when they get their personal affairs in order and have full access to the staff at the resort greeting room, where the are currently standing.

He will offer every player character individual rooms. This is the least he can do to maximize their personal comforts. This is the easiest way for the Carlitos to determine who is the weakest and most injured at this time. He will make small talk with this comment.

“Yes you are safe. Tell me was any one injured or ill?”

I can arrange to get you medical help as well. Please, Let me help you any way I can. Nothing is Uuachievable when your staying with us.”

A perfect opportunity to prey on unsuspecting player characters.

Players should be told that the resort is in the low season and they are welcomed guests with the following small talk.

“Yes we love your stay. We have not had many guests as this is the low travel season. Being the off season, you can visit as long as you would like. If you need to get home quickly I can certainly accommodate your needs in that respect as well.”

If players inquire about the island population, Carlitos will respond with:

“Not many people live on the island. I don’t leave the resort much but I believe the closest town has a population of 5000. Sure we get the odd townner who visits us, but not often. Usually only the staff and no one else bothers.”

If Players ask about a hospital Carlitos will tell his first lie to throw off players and discourage them from going to town and learning the truth about the island.

“No we don’t have a hospital but the town has a good doctor. I can call for her if you want. She can be here in the next morning.”

The whole adventure is about surviving the island and players should feel a bit of tension through out the time they stay on the island. None of the staff or other visitors on the island will tell the player characters of the zombie blight. That would hurt tourism and any person who leaves the island makes the island natives a target for the zombies. Island visitors, like the player characters are the best food source for zombies as far as the locals are concerned.

Carlitos will attack the weakest or injured player character first. If all the player characters seem healthy then he will use some of his tactics and attack the weakest player character at night. He would hate for a character to get away and tell the others about his assault. Should a player character escape his assault then the zombie moans begin and he escapes and will dress a zombie sloucher up in his clothing and direct it towards the player characters only to show up mo-

ments later with the false pretense of trying to help the players escape the zombie horde that is growing around the resort.

Town Details

Population: 12,587

Already 30% of the population has been infected by the zombie attacks and changed. That breaks down to 3,776 zombies.

60% (7,552) are in self imposed isolation. The left over population, which is 10% (1,258) is missing or dead. The true details are unknown as they have scattered beyond the town and are hiding in the wilderness surrounding the resort and the town. Some of these escapees may very well be suffering from illness or sickness from zombie attacks as well.

As a general rule, should player characters stop for more then 8 melee rounds there is a 1 - 10% chance of a zombie encounter. Should players characters try to approach a home then they should roll on the chart below to determine the result. Not all buildings are empty, friendly or hostile.

1 - 40% People are friendly, helpful, and looking for a way off the island. They will help players any way they can. After all, there is strength in numbers - right?, Right!? 2D6 people are currently hiding in the home or building.

41-78% People in the house will only offer help to player characters if they have food, tools or medical supplies. These people want visual conformation of all claims the players might be making. These people also do not want to be infected and want to make a visual inspection of injuries to determine what in any kind of infection exists with any player characters. If the players have a vehicle then the people in the house will come out to the player characters in the hopes of escaping the island. They do not want to stay in town any longer. 1D6 people are inside.

79 - 88% These people are hostile. They have signs posted on their property or have spray painted doors and windows warning that they shoot first and talk later. They are armed with rifles and hand guns and do have supplies of food and water among other basics. They will not willingly share. They are not killers. They will fire a warning shot and shout "Get Lost!"

All other shots will be to kill. People are taking aim right now too. These people will fight to the death. With all the zombies around a fire fight would attract zombies and they will not stop firing until the player characters are dead or have escaped. Hopefully they will lead any zombies away from the home as well.

89 - 100% This home or building has people inside who are infected with a zombie virus. One or more may already be zombies, dead or dying. The people will not respond to outsiders at first. They will try to lure player characters in the building to feed the zombie(s) who may have been a family member at one time. This tactic prevents further attacks against the family.

It is up to the GM to determine how player characters are received. It is possible that the people are down right friendly. To much so, just to feed the zombie inside with them.

Note: While in town 1 - 20% chance of a zombie encounter is possible for every 4 melee rounds players stay in one spot out side. This doubles to 2- 40% at night when out doors and waiting around 2 melee rounds.

This is a low technology town. Most people use bicycles or cow, horse drawn carts. The town has two gas stations and services the few cars the locals may have. Only 10% chance of finding a vehicle in town that works. 8 are trucks, 20 are cars in various states of functionality. The other gas station is on the resort. Since the town has no power, the gas pumps do not function.

Note: More then half of all animals and insects are dead, missing or dying. This makes it hard for players to use animal propelled transportation as well. 1 - 30% chance of a zombie encounter if using animals for transportation.

Note: If player characters are in a group of 10 or more including them selves and non-player characters the chance of zombie encounter increases to 1 - 50%. Should the group travel at night the rate of chance encounter with the zombies jumps to 1 - 85%.

Games End

There are three definitive ends to this adventure. The first being the destruction of all the zombies on the

island. Though there is no real way of knowing if every zombie is killed unless the player characters take a vigorous stand against the zombie horde and scour the entire island. Every nook and cranny needs to be searched. This action could take years.

Character escape of the island would also be the end of the adventure and is the most realistic. Why would any character stay in a dangerous situation when they have several options of escape? It would seem ridiculous to do stay when the player characters could save themselves and others and become heroes in the eyes of many more.

The final way the game ends is if all the player characters are killed or turned into zombies themselves which would remove all their powers and special abilities making them mindless hungry undead creatures.

Typical Sloucher Zombie

Created By Richard Grzela

Description: Mindless rotting corpse that stumble around in various states of decay. Many have a variety of skin tones and odors depending on how fresh or disgusting they may be. The longer a zombie goes without food, the more putrid and rotted they will appear. Many look much the same way as they did when they died. They will have clothing ranging from normal looking and clean to very dirty and torn and smelly. Zombies do not care for their personal state. Zombies exist for one simple purpose... to eat flesh and brains.

Name: Varies with individual in life. The zombie will not likely respond to the calling of their name. Though on a few rare occasions (8%) will pause as if recognizing the call. In reality they are just trying to home in on the caller and figure out if it is animal or human and if it can be a food source.

Race: Sloucher Zombie

Alignment: Diabolic

Attributes: I.Q.: 15, M.E.: 10, M.A.:28, P.S.: 20, P.P.: 19, P.E.: 20, P.B.: 14, Spd: 12

Height: varies

Weight: varies

A.R.: 14

S.D.C.: Arms:16, Hands: 12, Feet: 12, Legs: 22, Jaw: 12, Neck: 16, Head: 26, Body: 48. * All damage goes to the body first unless a called shot is made.

Hit Points: 16

Horror Factor: 13

Level of Experience: Varies with Character in life though most skills are lost once turned into a sloucher.

Combat Training: None

Disposition:

Mindless beings who pursue people for food. They are the worst at holding conversations and may lash out randomly at innocents passing by them. Easily distracted and influenced by the thought of eating brains.

Natural Abilities: See Life energy: 9000 feet (2,743.2m) at night or in the dark. Sense Life energy (P.P.E.): 25 feet (7.6m) to sense a single person. 100 feet (30.5m) for groups up to 25 or more people. This drops down to one quarter when the zombie is dormant. Recognize human scents. 83%. Track by smell 18% + 10 percent of sweating or wearing perfumes. +5% more if the character tracked is bleeding. Smell fear of humans adds +1 to strike and disarm and +1 attack once targets fail a H.F. Roll. Can see without eyes. Keen hearing. Impervious to pain and most attacks do limited damage. Regenerate 1D6+3 S.D.C. and 2 H.P. Per hour. If feeding on P.P.E. An additional 1D6+2 S.D.C. + 1 H.P. Is restored for every P.P.E. Taken from a victim.

No life energy and does not give off thermals on sensors. Can go dormant for weeks and months at a time. People slain by a zombie will raise by a zombie.

Skills of Note: None upon death and becoming a sloucher the new zombie becomes a supernatural predator of people.

Attacks per Melee: 3

Bonuses: +1 initiative, +4 strike, +4 parry, +4 dodge, +8 damage, K.O. or Stun on a roll of natural 20, Body block tackle 1D4+11.

Bite and power Punch 2D6 damage + P.S., Head Butt and kicks do 2D4 damage + P.S., may use weapons.

Vulnerabilities:

Fire, Most zombies have a fear of fire and will be held at bay by flames. Treat fire as H.F.:16 when used against a zombie. Poor Climbers and can not swim. Slow moving and decapitation will kill all zombies. Extreme cold will reduce a zombies speed by half.

Equipment of Note:

None, though a few will absently pick up boards, pens, tools randomly as they pass by some how trying to remember what the object is or perhaps have a feeling of recognition with an object. These zombies can not use tools or weapons effectively.

Quick Random Adventure Tables

Table 1; Main Locations - 1D100 or 2D10%

1. Abandoned Meat Packing Plant
2. Abandoned Mansion
3. Convenience Store... After Midnight
4. Lonely Gas Station
5. Small Town Diner
6. Department Store... After Hours
7. Middle Class, Medium-sized home
8. Wooded Cabin
9. Sorority/Fraternity House at 2AM after a wild party
10. Beached Yacht
11. Broken-down R.V.
12. Office Building at night
13. Skyscraper... during a state-wide black-out
14. Subway / Subway Train during black-out
15. Airliner (docked at concourse or taxiing); in a storm
16. Beached Cruise Ship; during a hurricane they couldn't outrun
17. Theater... midnight movie
18. Interstate Rest Area... at night, next to a cemetery
19. Apartment Complex... during a storm, blackout and next to cemetery
20. High School or College Campus, during a holiday
21. Museum; after hours
21. Obscure Logging Outpost
22. Fire Tower
23. Beach house on a stormy day/night or during hurricane
24. Large, trucker's gas station complex, including buffet restaurant
25. Street Plaza in a bad part of town
26. Liquor Store
27. Bus Station
28. Small community theatre house on Main Street
29. Tubby's Bar & Grill
30. Nice house in a gate, golf-course community
31. Gambling riverboat (the kind with the big wheel); docked, at first
32. An wooded island in the middle of a large junction of rivers
33. A desolate, melancholy stretch of south-western desert
34. Cabin in the Rocky Mountains
35. Upper class horse ranch mansion with stables
36. Functional R.V.
37. Tall downtown building above a bookstore
38. Barnes & Noble Bookstore
39. Quaint, cozy café'
40. Modern hospital
41. State-sponsored sanitarium
42. Planetarium
43. Mausoleum
44. Church
45. Abandoned Church
46. Out of the way resort complex
47. Bed & breakfast
48. Plantation
49. City Library
50. Pizza Shop
51. Municipal airport flight terminal with hangars
52. Mansion house on large lake, with nearby neighbors
53. Extremely opulent mansion in gated, guarded community
54. Uncharted desert isle (like Gilligan's)
55. Plush, sub-tropical lagoon resort
56. Wooded campsite
57. Campsite in canyon lands (like Badlands)
58. Abandoned, slanted barn in farm country
59. Ranger station
60. Police station
61. Fire station
62. Hospital clinic
63. Nevada desert
64. Roadway Tavern
65. Holiday Inn (or other "nice" chain)
66. Cheap roadway motel (like Psycho)
67. Poorly funded hospital
68. Civil War battlefield (pick one nearby)
69. Interstate Campground
70. Harley Davidson (or any biker) convention
71. Fully packed circus
72. (Your, or any) State Fair Grounds (desolate)
73. (Your, or any) State Fair Grounds (during fair, peak attendance)
74. Traveling carnival
75. Auto graveyard (junkyard) at night... near a city
76. Abandoned auto graveyard at night... in the country
77. Nice, comfortable middle class home with garage/carpentry workshop
78. City Aquarium
79. Randy's Wax Museum
80. Captain Bartron's Giant Seafood Buffet Spectacle! (with pirate serv rs)

- | | |
|---|---|
| <p>81. Jim's Store of Magic Books & Tricks and All Things Clowns</p> <p>82. (any) Main Street U.S.A. filled with nice shops, libraries, etc.</p> <p>83. City cemetery</p> <p>84. Forgotten cemetery (in deeply wooded, desolate area)</p> <p>85. Campground on a lake</p> <p>86. Summer camp (woods, lake)</p> <p>87. Band Camp</p> <p>88. Brenda's New Age Shop</p> <p>89. Jaci's Flower Shop</p> <p>90. Hetti's Halloween Store (costumes, party outfits, associated them items)</p> <p>91. The Morter Family Funeral Home</p> <p>92. A five-star restaurant in a nice part of town</p> <p>93. Recently discovered tunnels that connect major town buildings</p> <p>94. Dixie Caverns (or any cavern network open to tourists)</p> <p>95. Opera House (hidden tunnels and passageways leading...)</p> <p>96. Pleasant neighborhood slowly enveloped by a huge sinkhole</p> <p>97. The Smithsonian Museum... after hours (think "The Relic")</p> <p>98. Onboard an alien spacecraft about to take off (or already in flight)</p> <p>99. Roll again to get another location; ONLY...in a different time: 1) Jurassic Period; 2) Revolutionary War; 3) Civil War; 4) 10 years earlier than now; 5) 10 years later than now; 6) distant future – everything has evolved; 7) epochs later... alien world of fantastic design; 8*) demonic creatures stalk the surface of the Earth as the sun expands slowly and heralds... the end of the world</p> <p>100. In a FANTASY WORLD, teleported there somehow from _____ (roll again to get source of teleportation, ignore this result if rolled twice in a row); maybe the PCs get back, maybe not</p> | <p>9. Witch (the Hollywood kind)</p> <p>10. Necromancer</p> <p>11. Possessed Serial Killer</p> <p>12. Abducting Aliens ("The Grays")</p> <p>13. The Tunnelers from "Tremors"</p> <p>14. Poltergeist</p> <p>15. Headless Motorcyclist</p> <p>16. Moss Monster</p> <p>17. Chupacabra ("Goat Sucker")</p> <p>18. Mummy</p> <p>19. Devil(s)</p> <p>20. Maniac</p> <p>21. Wereboar</p> <p>22. Swarm Monster</p> <p>23. Human Vampire Servant</p> <p>24. Possessed Hitch-hiker</p> <p>25. Demon disguised as homeless person</p> <p>26. Fire Elemental</p> <p>27. A Headless Horseman</p> <p>28. Elegantly Beautiful Banshee</p> <p>29. Cannibalistic Sub-humans</p> <p>30. Thawed Prehistoric (demented) Person(s)</p> <p>31. Water Elemental</p> <p>32. Liquid Ghost</p> <p>33. Class IV Free-roaming vapor (see Ghostbusters)</p> <p>34. Drug-induced Psychopathic Mad-person</p> <p>35. Seriously troubled madman with organic brain disorder</p> <p>36. Thrill-seeking, murderous youth(s)</p> <p>37. A Demented Dentist</p> <p>38. Mothman (or more)</p> <p>39. Demonic Clown Entity</p> <p>40. Soil Elemental (frequents cemeteries... and gardens)</p> <p>41. Corpse Golem</p> <p>42. Evil, sadistic necromancer</p> <p>43. Diabolical Doctor</p> <p>44. Demon of the Pale</p> <p>45. Evil Psychic</p> <p>46. Sadistic Nega-psychic</p> <p>47. Psychotic Parapsychologist</p> <p>48. Diabolical Illusionist</p> <p>49. Horrific Spellcaster</p> <p>50. Asphalt Elemental (all roads lead to HORROR)</p> <p>51. Bigfoot (or more)</p> <p>52. 2d4x10ft long alligator!</p> <p>53. 2d4 genetically altered lab primates</p> <p>54. Biological monstrosity gone wild</p> <p>55. Failed genetic experiment</p> <p>56. The Offspring... (of 13 generations of inbreeding)</p> |
|---|---|

Table 2; Supernatural Threat - 1D100 or 2D10%

1. Ghost/Apparition
2. Werewolf
3. Vampire
4. Zombie(s)
5. Ghouls
6. Demon(s)
7. Hungry Snake Aliens
8. Cthulu-esque Monstrosity

57. An evil, dishonest Djinn
58. A Sandman from the Forgotten Desert of Whispers
59. The Female Android (of a geeky, demented mad scientist)
60. A Geeky, Demented Mad Scientist
61. A Master of Vampyrs
62. Cthulu Itself (not good prospects for sanity)
63. Yuggoth Itself (not good prospects for living)
64. d100+50' long INVISIBLE python
65. Extremely large, rabid, delusional dalmation
66. The Demonic Librarian
67. Disturbed Road Rager (with high powered arsenal and grudge)
68. Evil Role-player (over the edge, living his tortured fantasy)
69. Nearly Invisible Parasites With Alien Agenda
70. Evil Funeral Home Director
71. Vampire Lord (bent on discreet world domination)
72. Grizzly Werebear
73. Polar Werebear
74. Gelatanious Shapeshifter
75. Circus Freak
76. Carnival Mime ('nuff said)
77. The Mad (and cannibalistic) Seer
78. The Phantom of the _____ -roll on random locations
79. The Fatal Seducer (think Basic Instinct... with a BTS twist)
80. The Witch of Shroud Hill
81. A Reflection Demon (literal or proverbial...? You decide)
82. An evil being that emerged from a meteorite
83. Scarecrow... and flight of ravens
84. Escaped (and quite diabolical -and sentient-) robot
85. Ink Demon (freed from an ancient vial)
86. Dream Entity
87. Fanatic cultist (A Believer of The Grand Dismemberment)
88. Were-raven
89. Were-rat
90. Shadow-stalker
91. Freshly dug-out vampire
92. Demonically zealous "witch hunter" (he/she sees evil EVERYWHERE)
93. Sadistically Righteous Evangelist
94. Multi-armed dimensional being
95. A PC's evil twin... with demonic powers (you decide)
96. An Avatar of DEATH ITSELF
97. Ghost Pirate or Pirate Ghost

98. Undead Ninja bent on avenging a past wrong from WW2
99. Unholy Avenger
100. 8d4 animated decomposed HANDS (sentient)
101. Viking mummy (with enchanted battle-axe and an attitude)
102. Possessed Detective
103. Men in Black (--the true, corrupt, evil bad ones, not Hollywood)
104. Creative and diabolical multi-millionaire novelist
105. Dave, The Evil Chef (the finest cuisine... to die for!)
106. A Horrific Octopus Alien
107. Gorgeous Vampire Seducer (male or female)
108. Nameless, Gargantuan Lovecraftian HORROR
109. The Vampire of a Fallen Parent (truly horrific)
110. IMMORTAL (and quite rich and evil)... E L V I S (he returns as the antichrist)

Table 3; Time of Year - 1D4

1. Autumn
2. Summer
3. Spring
4. Winter

Table 4; Any Special Circumstances - 1D20

1. Solar Eclipse
2. Lunar Eclipse
3. Solstice
4. Stellar Alignment
5. Predicted Meteor Shower
6. Unpredicted Meteor Shower
7. Comets Passing Near Earth
8. Recent Tremors
9. Recent Earthquakes
10. Recent Tsunami
11. Heat Lightning Storms
12. Heavy Thunder Storms
13. Intense Solar Flare Activity
14. Area Swarmed by Insects
15. Hurricane
16. Volcano Emerged Nearby Recently
17. Sinkhole(s) Forming Nearby
18. Unusually Large Number of Meteor Impacts Recently
19. Grave-robbing Epidemic
20. Nearby Nuclear Reactor Meltdown

Table 5; NPCs and/or PCs - 1D100 or 2D10%

1. University Professor

- | | |
|--|---|
| 2. High School Teacher | 51. US Soldier (Specialist) |
| 3. Sheriff | 52. US Airman (Technical Sergeant) |
| 4. Deputy | 53. US Sailor (Petty Officer First Class) |
| 5. Fireman | 54. FBI Special Agent |
| 6. Emergency Medical Technician (EMT) | 55. State Governor |
| 7. Emergency Room Intern | 56. Congressman |
| 8. University Student | 57. Police Commissioner |
| 9. High School Student | 58. Park Ranger |
| 10. Military Non-commissioned Officer | 59. Forest Ranger |
| 11. Military Officer | 60. Boy Scout Troop Leader |
| 12. Office Worker | 61. Civil Air Patrol Squadron Leader |
| 13. Street Vagrant | 62. High School R.O.T.C. Member |
| 14. Housewife/Househusband | 63. Military Academy Cadet (roll d4: 1.Freshman; 2.Sophomore; 3.Junior; 4.Senior) |
| 15. Babysitter | 64. Retired General |
| 16. Slop Grill Cook | 65. Helicopter Pilot |
| 17. Trucker | 66. Airline Pilot |
| 18. Biker | 67. State Road Crew Worker |
| 19. FBI Agent | 68. Specialty Food Delivery Man |
| 20. Gymnast | 69. Used Car Salesman |
| 21. S.W.A.T. Team Member | 70. Novelist |
| 22. Medium | 71. Newspaper Editor |
| 23. Telephone Psychic | 72. Small Town Shop Owner |
| 24. Fast Food Worker | 73. Retired Sergeant Major |
| 25. CIA Agent | 74. Retired Master Chief |
| 26. Rogue Scientist | 75. Retired Gunnery Sergeant |
| 27. Cheerleader | 76. Retired Chief Master Sergeant |
| 28. U.S. Special Operations Command Graphic Artist | 77. Basic Trainee (on leave before his/her first assignment) |
| 29. Computer Tech | 78. Violinist |
| 30. City Mayor | 79. Waitress/Waiter |
| 31. Catholic Priest | 80. Vetrinarian |
| 32. Eastern Monk | 81. Hollywood Producer |
| 33. Modern, Chivalrous Knight | 82. Adult Film Star |
| 34. Fire Marshall | 83. War Hero |
| 35. Bodyguard | 84. Published Spiritualist |
| 36. Bounty Hunter | 85. Late Night Radio Talk Show Host |
| 37. Actor/Actress | 86. Caterer |
| 38. Stage Magician | 87. Special Operations Commando |
| 39. Traveling Illusionist | 88. Construction Worker (with tool belt) |
| 40. Vagabond Beggar | 89. Fortune Teller |
| 41. Mad Scientist | 90. Seer |
| 41. Native American Shaman | 91. Philosopher Janitor |
| 42. Psychic Healer | 92. Symphonic Score Composer |
| 43. Parapsychologist | 93. High School Teacher |
| 44. District Attorney's Investigator | 94. Corrections Officer |
| 45. District Attorney | 95. News Photographer |
| 46. Ambulance Lawyer | 96. Professional Gambler |
| 47. County Judge | 97. Classical Guitarist |
| 48. Federal Judge | 98. Madame (for people of the night) |
| 49. State Trooper | |
| 50. US Marine (Lance Corporal) | |

97. Inspiring
98. Insurmountable
99. Deeply Insightful
100. Prodigy

Table 7; - 1D100 or 2D10%, Important Items and Artifacts: these items can be plot devices crucial to the development of the story (initial clues, etc.) and/or resolution (helping to take out the bad guy, etc.).

1. Pair of Glasses
2. Telescope
3. Bone-cased Scroll (forgotten language)
4. A d6 Die
5. Amulet/Pendant/Necklace
6. Frontier-styled Kentucky Rifle
7. Ring (determine make, model, substance(s))
8. Map (found in attic or other similar area)
9. Chainsaw
10. Mask
11. Jar of Ancient Water (pre-dating Atlantis)
12. “Dummy” (hand-operated puppet)
13. Hardbound Diary
14. Diamond (or other precious bauble)
15. Suit of Armor
16. Medieval Melee Weapon (axe, sword, etc.)
17. Feather Quill
18. Neolithic (small) Figurine
19. Crystal Skull
20. Turquoise 1957 Chevy
21. Policeman’s Badge
22. Lost Wallet
23. Handcuffs (not the furry kin)
24. Lost Scrolls (found near the Dead Sea)
25. Sea-Captain’s Journal (or River-Captain)
26. WW2 .45 Caliber Field Officer’s Pistol
27. An Old, Black&White Photograph
28. Ancient Navigational Compass
29. Pouch of (d20) Golden Roman Coins (ancient)
30. Weathered Crucifix (with hidden blade)
31. Model Ship in a Bottle
32. Diamond Skull
33. Skeletal Hand
34. Mummified Canine
35. Forgotten Necromancer’s Spellbook
36. Field Make-up Kit (in tackle-box styled case)
37. Palm-sized Crystal Pyramid
38. Rare Incense with Unusual Properties When Lit
39. Evolved Venus Fly Trap Potted Plant (it gets hun-

- gry sometimes)
40. Wood-chipper
41. Cherry Red 1965 Ford Mustang
42. Wooden Box filled with Dirt
43. Preserved Corpse in Glass Case filled with Solution
44. Jar of Eyeballs
45. Jar of Fingers
46. Brain in a Jar
47. Canteen of Holy Water
48. Engraved Wooden Stake
49. Standard Road Atlas
50. Johan’s Book of Mysterious Short Stories (they tend to come to life)
51. Platinum Pentagram
52. Bottle of Merlot (dated 1776)
53. Bottle of 1992 Dom Perignon
54. An intoxicatingly beautiful oil painting (portrait)
55. A Jar of Sand
56. A Jar of Wind
57. A Vial of Water (water once in the confines of the Holy Grail)
58. EXCALIBUR ITSELF
59. An Inflatible Orange Life-raft
60. A 1/48th Scale Model of a Junkers STUKA Dive Bomber (WW2)
61. Speargun
62. The Tome of Dvorken
63. Sandril’s Lucky Dice (made of gold, and ancient; d6-style)
64. Insect Repellent
65. Silver Fountain Pen
66. A 1965 Newspaper
67. Morbid Paperweight
68. 2002 Metallic Khaki Jeep Liberty 4x4(Renegade model)
69. d20 Polaroid Snapshots
70. “Blair-witch” styled video tape
71. Surveillance video, depicting...
72. Knife
73. Lost Luggage
74. Clues Left on a Toothbrush
75. Security Badge (the kind you swipe for access)
76. Home Video Depicting...
77. Box of Ashes (who’s ashes?)
78. Halloween Mask
79. Quickly Scribbled Note (saying...?)
80. 1991 Corvette
81. Ice Pick
82. Gloves

83. Shotgun
84. Slim Suitcase (filled with 4d20 x 1,000 U.S. dollars)
85. Mesmer's Goblet
86. Razor Sharp Machete
87. Jar of Teeth
88. Led Zepplin Album (played backwards...?)
89. Leather Biker Jacket
90. Prosthetic: 1) arm; 2) leg; 3) eye; 4) foot; 5) teeth; 6) hand
91. Bag of Dollars: roll 4d4 x 10,000 dollars
92. Velvet Pouch of Diamonds (12d12)
93. Flaregun
94. Box of Rare Cuban Cigars
95. Flamethrower
96. Rocket Launcher
97. Jug of Moonshine
98. Tornsil's Lead Box of... Mystery
99. THE HOLY GRAIL
100. THE LOST ARK (as in "Raiders")

Table 8; Any New or Modified Special Circumstances. Roll - 1D100 or 2D10%

1. Solar Eclipse
2. Lunar Eclipse
3. Solstice
4. Stellar Alignment
5. Predicted Meteor Shower
6. Unpredicted Meteor Shower
7. Comets Passing Near Earth
8. Recent Tremors
9. Recent Earthquakes
10. Recent Tsunami
11. Heat Lightning Storms
12. Heavy Thunder Storms
13. Intense Solar Flare Activity
14. Area Swarmed by Insects
15. Hurricane
16. Volcano Emerged Nearby Recently
17. Sinkhole(s) Forming Nearby
18. Unusually Large Number of Meteor Impacts Recently
19. Grave-robbing Epidemic
20. Nearby Nuclear Reactor Meltdown
21. Recent Flooding
22. Plague (or other disease/sickness) Epidemic
23. Rash of Auto thefts
24. Blood Rain
25. Mass Migration of animals (specific species or everything within a 1D10x10 mile radius)

26. Inexplicable Crop Circles
27. Cattle Mutilations across the landscape (1D10x10 mile radius)
28. Plants and Vegetation have all died within 1D12x8 mile radius)
29. Drought
30. Citywide Blackout
31. Whiteout storms
32. Blanket of Smog
33. Unexplained Lights seen at night
34. Buildings around countryside have been crumbling to dust for unknown reasons
35. Nearby maximum Prison breakout
36. Rash of Forest fires
37. Epidemic of Mold
38. Recent Archeological site of Historical significance unearthed
39. Rat infestation (think London and the Bubonic plague size)
40. Sandstorms
41. New Ley Line has formed
42. Electromagnetic forces shifting
43. Grand Opening for new (Wal-Mart, Museum, new Mall . . .)
44. Rift Opens
45. Religious Revival
46. Water Supply has mysteriously been replaced with Kool-aid, cherry flavor
47. Unknown dinosaur bones uncovered
48. Scientific Breakthrough on Stem cell research
49. Every firstborn of nearest hospital dies mysteriously; baby or otherwise, human or animal
50. Soup-like mists for past 2D12 weeks.
51. Nessie Sightings, whether near water or not.
52. Natural EMP's.
53. Unnatural EMP's
54. Tornado
55. Blockbuster Movie being filmed in the area
56. Riots
57. Anti-gun demonstration
58. Abortion rally
59. Hail the size of golf balls
60. Suicidal Cult thinks it's the End of the World; 1D100x100 people will/have died by poison
61. Some star (celestial body) has died, forming a Black Hole
62. New Magic Shop has opened; good deals on all shrunken body parts promised
63. England's Crown Jewels missing
64. Moon has turned to Blood

